



PATENT APPLICATION

Sheet 1 of 1

FORM PTO-1449

LIST OF PATENTS AND PUBLICATIONS FOR
APPLICANT'S INFORMATION DISCLOSURE
STATEMENT

(Use several sheets if necessary)

ATTY. DOCKET NO.

10001077-1

APPLICATION NO.

09/881,424

CONFIRMATION NO.

APPLICANT

Wittenbrink

FILING DATE

06/14/01

GROUP

REFERENCE DESIGNATION

U.S. PATENT DOCUMENTS

EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS
	1A	5,388,206	02/07/1995	John W. Poulton, et al	395	163
	1B	5,363,475	11/08/1994	S.J. Baker, et al	395	122
	1C					
	1D					
	1E					
	1F					
	1G					
	1H					
	1I					
	1J					
	1K					

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FOREIGN PATENT DOCUMENTS

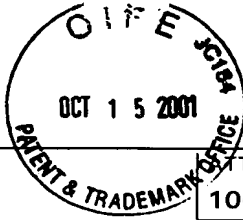
		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	TRANSLATION	
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	1L							
	1M							
	1N							
	1O							
	1P							

OTHER REFERENCES (including Author, Title, Date, Pertinent Pages, etc.)

	1Q	K. Akeley, "Reality Engine Graphics", Proceedings of SIGGRAPH, pp 109-116, Anaheim, CA (Aug 1993)
	1R	L. Carpenter. "The A-Buffer, An Antialiased Hidden Surface Method." In Proceedings of SIGGRAPH, pp. 103-108. ACM, (July 1984) Vol 18, no. 3.
	1S	N. Green, et al, "Hierarchial Z-Buffer Visibility." In Proceedings of SIGGRAPH, pp 231-238, Anaheim, CA (Aug 1993)

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EXAMINER INITIAL		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS
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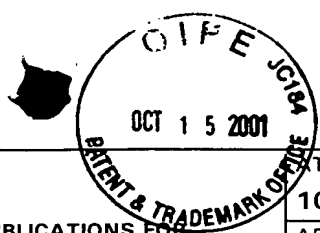
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	2O							
	2P							

OTHER REFERENCES (including Author, Title, Date, Pertinent Pages, etc.)

2Q	M. Kelly, et al, "Hardward Accelerated Rendering of CSG and Transparency." In Proceedings of SIGGRAPH, pp 177-184, Orlando, FL (July 1994)
2R	A. Mammen, "Transparency and Antialiasing Algorithms Implemented With The Virtual Pixel Maps Technique" IEEE Computer Graphics and Applications, 9(4):43-55, (July 1994)
2S	S. Molnar, et al, "A Sorting Classification of Parallel Rendering." IEEE Computer Graphics and Applications, 14(4):23-32, (July 1994)

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	3A					
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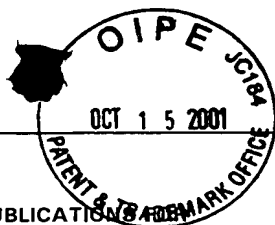
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	3M							
	3N							
	3O							
	3P							

OTHER REFERENCES (including Author, Title, Date, Pertinent Pages, etc.)

3Q	S. Molnar, et al, "Pixelflow: High-Speed Rendering Using Image Compositio." In Proceedings of SIGGRAPH '92, pp 231-240, Chicago, IL, (July 1992)
3R	T. Porter, et al "Compositing Digital Images." In Computer Graphics, pp253-259, (Aug 1994)
3S	I.E. Sutherland, et al, "A Characterization of Ten Hidden-Surface Algorithms." Computer Surveys, 6(1):1-55, (Mar1974)

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Sheet 4 of 4

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	4L							
	4M							
	4N							
	4O							
	4P							

OTHER REFERENCES (including Author, Title, Date, Pertinent Pages, etc.)

4Q	S. Winner, et al. "A Hardware Accelerated Rendering of Antialiasing Using A Modified A-Buffer Algorithm." In Proceedings of SIGGRAPH, pp 307-316, Los Angeles, CA (Aug 1997)
4R	OpenGL92, OpenGL (Architectural Review Board.) Open GL Reference Manual. Addison-Wesley Readings, MA 1992
4S	

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